

3^D CHARACTER MODELLING BROCHURE

Course Outline, Class Schedule, Cost & System Requirements

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31 January 2024

All published prices and syllabi are subject to change without prior notice. In such circumstances where we have to cancel, you will be given as much notice as possible and either a free transfer to another course date or a full refund of fees paid. Bookings may be made online, by email, or by phone and must be confirmed in writing upon request. Please quote purchase order numbers where applicable. Student cancellation must be made in writing and received by Orange VFX Training and may attract an additional charge. Read the terms and conditions here.

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At Orange Seed Initiative, our vision is to create, inspire and empower the next generation of digital content creators in Africa. Through our objective to yearly train 1000 youth, we aspire to bridge the knowledge and skill gap in digital content creation whilst building team spirit, confidence and the right attitude amongst youth.

WELCOME



Welcome to Orange Seed

Thank you for showing interest or applying for our training courses on 3d Character Modelling Course.

I am writing to introduce you to the exciting opportunities at Orange VFX's Seed Academy, A beacon of innovation and digital creativity in Nigeria and across Africa.

Our mission is to empower the next generation of digital content creators. We aim to equip 10,000 aspiring creators like you annually with the skills and knowledge required to thrive in the rapidly growing digital content industry.

Seed Academy offers a range of courses, from beginner to intermediate levels, designed to cover various aspects of animation and visual effects. Our diverse curriculum allows students to learn from industry professionals from Nigeria's animation and visual effects industry.

We have crafted the Seed Academy as a learning space where students can immerse themselves in the world of digital arts. Here, you will learn to create compelling visual effects for various mediums, such as web videos, podcasts, broadcast television, and film.

However, our vision extends beyond providing technical skills. We aspire to inspire our students to narrate

powerful stories through their digital creations. We believe in the power of storytelling and envisage Seed Academy as a platform where students can learn to present world-class African stories to a global audience.

We envision the Seed Academy as a hub of creativity and learning where students like you can grow, innovate, and create digital content that resonates with audiences worldwide.

Once again, thank you for choosing our Seed Academy. We hope you have an incredible learning experience.

Best regards,

Richard Oboh
CEO and Creative Director

Richard EO



ABOUT



CHARACTER MODELING



COURSE

Model a 3D character in 4 weeks!

Our 3D Character Modelling course with Autodesk Maya is designed to help budding artists and animators bring their ideas to life. This comprehensive, four-week program will guide you through creating your 3D character from scratch. Starting with the basics of the Maya interface and progressing to advanced modelling techniques, we will delve deep into character anatomy, detail addition, and final touches. By the end, you'll have a complete, textured character model ready for animation. Join us and start your journey in the fascinating world of 3D character modelling today!

Who is this course designed for?

This course is an excellent start for students who are already familiar with Maya basics. We adopt a simple production-based training methodology, and our students gain valuable inside knowledge from our years of hands-on experience in 3D animation.



Duration

8 weeks + free 30-day mentorship

Price

<https://orangevfx.com/training/price/>

Days

Mondays to Fridays

Time

**Weekdays: 9am-12pm,
Saturdays only: 10am-3pm**

Study Mode

Full Time

Software

Autodesk Maya



System Requirements

Students should bring their laptops which should meet or exceed the following hardware configurations.

- Windows® 11, Windows® 10, Windows® 8 or Windows® 7,
- 64-bit Intel or AMD multi-core processor
- 8 GB of RAM minimum 16 GB or higher recommended)
- 16 GB of free disk space for installation
- Qualified hardware-accelerated OpenGL® graphics card



General Requirements

Basic knowledge of the Windows/Mac operating system.

Will I get a certificate after training?

Project, Mentorship and Assessment

Instructors will review and grade the finished piece for their portfolio

Final viewing party: Kick back, relax, and watch student reel

COURSE OUTLINE



Launch your 3D character creation journey with this comprehensive course designed for absolute beginners! This course provides a solid foundation in the exciting realm of 3D character modeling, using the industry-standard software, Autodesk Maya. What will you learn? 3D Fundamentals: Grasp the core concepts and philosophies behind 3D computer graphics. Mastering Maya: Navigate the user interface with ease and unlock the power of Maya's tools. Bringing Characters to Life: Learn the essential techniques for modeling, texturing, and rigging your own characters. Lighting and Rendering: Enhance your creations with realistic lighting and rendering skills.....



POLYGON CHARACTER MODELLING

- Introduction to Modelling with Polygons
- Using Deformers on simple objects – Twist, Lattice, Flare, Bend, Flare
- Project Start – Modelling the low poly character
- Setting up photo references and Image planes
- Modelling Techniques (box method vs edge loop method)
- Clean Topology using quads, a few triangles, and n-gons
- Introduction to Maya's polygonal modelling tools – Extrude, bridge, Merge, Multi-Cut, Insert Edge loop, Combine, Smooth, Sculpt geometry tool, etc
- Modelling with symmetry – Mirror Geometry, Merge vertices, Edge Loops
- Development of form and detail (low poly count, surface quality, hard and soft edges)
- Homework – Students will create a low-poly character, and the Instructor will review



UV UNWRAPPING

- Purpose and applications
- Types of UV Mapping (planar, cylindrical, spherical, automatic etc)
- Unwrapping UV of 3D models
- Editing UVs: Unfolding, Layout, stitching,
- UV Snapshot for exporting UV to image files
- Homework – Student will create UVs for their character



SHADING AND TEXTURING

- Introductions to Shading: Materials and Textures
- Applying Basic Textures
- Working with Maya's Hypershade
- Homework – Student will use simple materials for their character

COURSE OUTLINE



LIGHT AND CAMERAS

- Introduction to Lights and Cameras
- Types of lights (skydome, point, spot, ambient and area lights)
- Three (3) point light setup (Key/Fill/Rim)
- Arnold Sun and Sky Light
- Setup of Lights and Cameras
- Creating a turntable camera
- Playblast your scene



RENDERING

- Introduction to Rendering
- Introduction to Arnold Renderer
- Arnold Render View
- Rendering Settings, Batch Rendering, and Formats
- Rendering out still images and video
- Final Project: Creating a Short Animated Scene



Project, Mentorship and Assessment

- Instructors will review and grade the finished piece for their portfolio
- Final viewing party: Kick back, relax, and watch student reel

Sample Student Work



BARNABAS



I would describe the training as exciting and dynamic. The best thing about being a student here is the being able to create cool stuff in 3D!

Brain, Character Design Graduate 2016



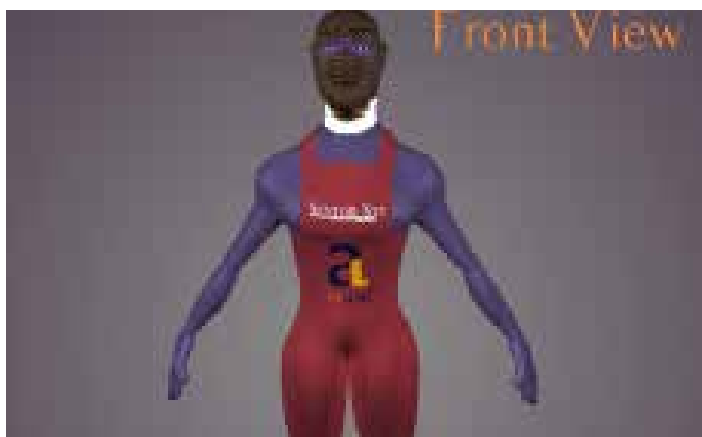
GEEK

I feel extremely lucky to be in an environment that allows me to express my creativity on what interests me the most, so in all my time here I have never felt bored.

Deen, Character Animation Graduate 2016




SENIOR SLY



I was initially attracted here by my friend, the company's reputation, and my career goals. The best thing about the training is having the freedom to think of an idea and test it.

John, Intern 2016



LET'S START
YOUR DREAM

CONTACT

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